WARNING
You will be charged if the instruction booklet is not returned

THE ORIGINAL BLUES BROTHERS GAME

SCOTTSDALE VIDEO
Blues Brothers-HANDBOOK
87152 1

TITUS

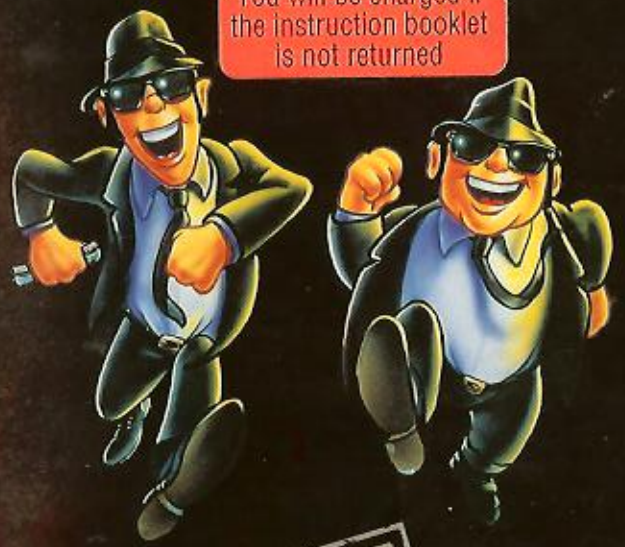
TITUS SOFTWARE CORP.
20432 Corisco Street, CHATSWORTH, CA 91311

Printed in Japan

SNS-B6-USA

THE BLUES BROTHERS™

WARNING
You will be charged if the instruction booklet is not returned



SCOTTSDALE VIDEO
6802 E. Thomas Rd.
Scottsdale, AZ 85251
941-1344
WARNING: If this tape is tampered with, customer must purchase

THE ORIGINAL BLUES BROTHERS GAME

SCOTTSDALE VIDEO
Blues Brothers-HANDBOOK
87152 1

INSTRUCTION BOOKLET

TITUS

SUPER NINTENDO ENTERTAINMENT SYSTEM

THE BLUES BROTHERS™

WARNING : PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Nintendo®, Super Nintendo Entertainment System® and the Official Seals are registered trademarks of Nintendo of America Inc.
Software ©1992 TITUS. The Blues Brothers copyrights and trademarks are owned by Broadway Video Inc. and/or NBC Inc. All rights reserved.

Table of Contents

The Story..... 4
To Start The Game..... 5
The Controls..... 6
Objects..... 7
Your Enemies..... 10
The Screen..... 11
Tricks and Useful Information..... 12
Warranty Information..... 15

The Story

The Blues Brothers are back to play the blues. On their way to their first concert, they encounter a Jukebox and decide to listen to some good music, but as soon as they approach it, they get trapped by the evil machine.

Finding a way out will take the Blues Brothers through the sewers, warehouses and the suburbs of many large cities (thirty-four in the one-player mode and twenty-five in the two-player mode), but they won't be able to play the blues until they reach their final destination.

Can Jake and Elwood escape from the hungry jukebox and reach Chicago in time for the greatest concert of all time?

Note: Do not attempt the actions you see in this game for real. They are dangerous.
Electricity is dangerous. Do not play with it.
Do not harm animals.

To Start the Game

1. - Make sure the power switch is off.
2. - Carefully insert The Blues Brothers Game Pak in your Super Nintendo Entertainment System.
3. - Turn the power switch on.

After the license and copyrights screens, you can play the game immediately by pressing **START**, or change the option by pressing **SELECT**.

SELECT will alter the current option, **START** will accept it. You may choose mono or stereo sound.

After setting your option, press **START** to begin the game. A screen with Jake, Elwood and a Jukebox will appear. You may choose your character by pressing **SELECT** and darkening the character you do not wish to use.

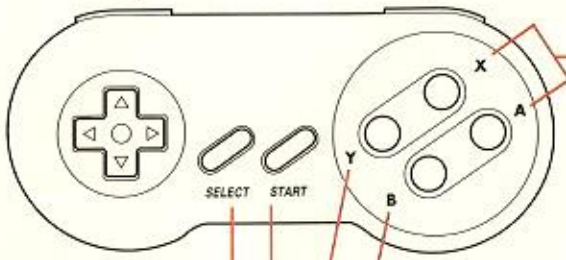
If you don't darken either characters, they will both play during the game.

Press **START** to begin the first level.

The Controls

L
Scrolls to the left.

R
Scrolls to the right.



SELECT
While in pause, will quit the current life.

START
Pauses the game.

Y
Accelerates your current movement.

B
To jump.

X, A
To throw a record. If you hold the X or A button until the record in the panel is spinning at maximum speed, you will launch a super record.

If you carry an enemy or your partner on your shoulders, press X or A to throw them off.

Objects

Records :
You can throw them as weapons to defeat your enemies. (Strong enemies will take several hits before they expire). In the two-player mode, you can give records to your partner by shooting at him. Records can destroy some brick walls.

Hearts :
You begin with 7 hearts. You lose hearts each time you get touched by an enemy. The number of hearts you lose depends on the strength of the enemy. You can gain extra hearts by catching them (they are represented by red hearts).

Lives :
You have five lives at the beginning of the game. You can gain extra lives by catching them (they are represented by small characters). You lose one life if you fall on spikes.

Hour-glass :
Gives you extra time (50 seconds).

Objects

Note :
If you expire, you restart where you found the last note.

Record Collection :
Gives you 20 extra records.

Crate :
In some buildings you must jump on crates. Watch out, they fall down fast. If you shoot them, they explode.

Ice-cream :
Increases your strength and gives you the power of Super Blues!

Mini jukebox :
You become invulnerable for a short period of time.

Chain :
To grab and climb a chain, press the pad up or down.

Objects

Wooden Platform :
You must climb on platforms to progress. The fixed platforms fall after a short period of time, so hurry up.

Large jukebox :
The goal of each level. In the two-player mode, both players must touch the Jukebox simultaneously to complete the level.

Mushroom :
A natural trampoline.

Switch :
Switches the electric arcs when hit by a record.

Spring :
A powerful trampoline.

Snake :
A friendly creature, you can jump on its back and control it. Avoid all objects or you will be knocked off.

Your Enemies

You can catch some enemies if you grab them from underneath. You can throw them by pressing button X or A.

Man traps : Tenacious enemies, you can either shoot them or avoid them.

Dogs : Their bark is worse than their bite, but be careful anyway.

Mosquitoes : Very annoying insects.

Lawnmowers: Fast enemies.

Snails : Slow but numerous.

Dodos : Very powerful enemy.

The Screen

On the top of the screen you can see the panel which includes the number of records, lives and hearts each player has.

When the time left is almost up, the music accelerates and dark curtains begin to close, showing you exactly how many seconds are left. If you succeed in catching an **Hour-glass** or reaching the **Jukebox** before the time indicator shows zero, the curtains will open up again.

When the player or players have lost, you are given the option to continue, providing you have credits remaining. The number of credits is shown at the bottom of the screen. Pressing **START** will use a credit, **SELECT** will quit. If you choose to continue, you will restart at the beginning of the last level reached.

Tricks and Useful Information

The game is much more exciting when played by two players. Ask a friend to play with you and you will enjoy The Blues Brothers even more.

- **JAKE** accelerates faster but can't jump as high as Elwood.

- **ELWOOD** jumps higher than Jake but does not accelerate as fast.

- You can carry the other player and throw him by pressing **A** or **X**.

- When one player is carried by the other, only the one on the top can shoot records.

- When both players are on the snake, the one on the bottom controls the snake.

- If one player runs out of lives, the game is over unless there are credits remaining.

- If one player gets separated from the other and falls off the bottom of the screen, he loses a life.

Notes

Notes

TITUS LIMITED WARRANTY

Titus warrants to the original purchaser of this product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Titus program is sold "as is", without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its own option, free of charge, any Titus product with proof of date of purchase.

This warranty is not applicable and shall be void if the defect in the Titus product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE THAT SHALL BE BINDING OR OBLIGATE TITUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TITUS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TITUS SOFTWARE PRODUCT.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

TITUS SOFTWARE CORP.
20432 CORISCO STREET, CHATSWORTH CA 91311
(818) 709-3693